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Printed in Japan

SNS-KY-US

KONAMI

TEENAGE MUTANT NINJA TURTLES® TOURNAMENT FIGHTERS™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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CONGRATULATIONS!

Konami is proud to welcome you to Teenage Mutant Ninja Turtles: Tournament Fighters for the Super Nintendo Entertainment System®. We hope you enjoy the game, and we encourage you to read through this instruction booklet to get the most satisfaction from your new game. Now get ready, because you're about to see the Turtles in action like you've never seen them before!

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CHANNEL SIX PRESENTS...

Tournament Fighters!

It's bigger than the Super Bowl, bigger than any heavyweight championship, even bigger than WrestleFest XIV! The fiercest competitors from across the...

click!

The TV reporters image shrinks to a dot, then blips off the screen. "That's it, man. I'm signing up. I'll show 'em what tough really means!" With that, Raphael whips a Sai across the room, where it sticks deep into the wall.

Michaelangelo and Donatello look up from their game of cards as plaster sprays on the floor. "Dude! You better quit puttin' holes in April's walls." Michaelangelo says. "You know how ticked she gets when you do that."

Leonardo turns to the others with a thoughtful expression on his face. "Y'know, I think this tournament could be great," he says, "but I don't know if all four of us should enter. Why don't we have a contest to see who's the toughest among us, and then send that guy to the..."

At that moment an arrow crashes through the living room window and whines in front of Raph's head, missing him by inches. Startled, the Turtles look at the arrow and see a piece of paper tied around the shaft. Leo reaches out, takes the note, and reads it. When he finishes, he tells the others what was in the note.

The four youths look at each other in awe and anger. "Okay, it's time for action." Leo says with authority. "I don't know who this Karai is. Maybe Master Splinter knows. Let's go home and ask him—the tournament will have to wait for now."

STRETCH YOUR MUSCLES

...and get ready to fight. You have two paths to choose from: fight in the tournament or play through the story.

THE TOURNAMENT pits you against all the other characters in a major league slugfest. You'll fight hand-to-fin with the awesome Armaggon, and get a chance to slap around Wingnut—if he doesn't floor you with his patented Moon Buster attack. War will show you how he earned his name as he smashes your tail into the ground, and Aska will lay you out with her lightning fast Ninja kicks. And after a few electrifying rounds with Chrome Dome, you'll feel like you're made of clay. So if you're prepared for combat, this will be the one street fight you never forget.

THE STORY lets you pick a Turtle as your champion. Then, you have to prove yourself worthy of the rescue attempt by defeating the other characters in combat. If you are the toughest Turtle, you'll go face-to-face with every character as you try to save April—and Splinter! It's all-out face-smashing, bone-breaking brawling against the baddest group of mutants ever assembled in one game. Use really cool special attack moves and your powerful Ninja weapons to beat your opponents to a pulp. Every round you win leads you closer to unraveling the mystery—who is Karai?

GETTING STARTED

Insert the game pak into the Super NES player, and turn on the power. After a few legal screens, the Title/Mode Select screen will appear. If you don't press START, you'll see a fighting demo, a character profile, a tournament demo, then the Title screen again. Just press START and get on with it!

MODE SELECTION

Use the control pad to select either the TOURNAMENT, VS. BATTLE, STORY BATTLE, WATCH or OPTION mode. When you have highlighted the mode you want, press the START button to enter.

Mode Select screen

Option screen

OPTION MODE SETTINGS

Press the control pad up/down to highlight a category; press left or right to change the options.

- GAME LEVEL—Change the setting from 0 (easiest) to 7 (hardest).
- CONTROL PAD—Adjust using Player 1 or Player 2 controllers. Use the control pad to highlight an attack, then press the button you want to correspond with that attack. For example, if you want FIERCE KICK to be the A button, then highlight FIERCE KICK and press the A button. All moves must have different buttons.
- GAME TIME—Select the time limit for each round of fighting: 30, 60 or 99 seconds. You can also select the infinity symbol to make each round a no-time-limit fight to the finish!
- GAME SPEED—Alter the fighting speed; make it Normal, or go for High speed 1 or 2.
- CREDIT—The number of continues can be set for STORY BATTLE mode to 1, 3 or 5.
- MUSIC—Press left/right to toggle between the different background music samples. Press B to start the music, and Y to stop it.
- VOICE—Press left/right to toggle between the different voice samples, then press B to listen.
- SOUND—Choose either STEREO or MONAURAL, depending on your system.
- EXIT—Select to return to the Mode Select screen.

BATTLE MODES

TOURNAMENT

(1 PLAYER; ANY CHARACTER)

You fight for money in Channel 6's Tournament Fighter competition. Just beat the selected opponent in two-out-of-three rounds to win a match. Fight through every available opponent (even a clone of your own character!) to take home big bucks.

- At the character select screen, choose one of the ten characters (by pressing the control pad left/right). Press the START button to select the highlighted character.
- Your computer-controlled opponent and fight stage will be selected automatically.

RULES:

1. Each match is a best-of-three match. The first fighter to earn two victories is the winner.

2. If you knock out (KO) your opponent before the clock runs out, you earn one victory. (Change the clock settings in the Options mode.)

3. If there isn't a KO within the time limit, then the fighter with the longest life gauge wins.

4. When you win a match you earn prize money and advance to the next match.

5. You can fight a match as many times as you wish (unlimited continues).

NOTE: If a second player wishes to join in, he/she may press START on the 2P controller. This switches you to VS BATTLE mode, and you cannot switch back to TOURNAMENT mode. This works in STORY MODE, too.

VS BATTLE

(2 PLAYERS; ANY CHARACTER)

Two players can battle each other using any two of the ten characters they wish—even the same character. It's a best two-out-of-three battle for big bucks and bragging rights.

- At the character select screen, each player chooses a fighter using his/her control pad. Press START to select your fighter.
- After you have both selected a fighter, you will be taken to the stage select screen. Either player may choose a stage with the control pad, then accept it with the START button.
- Press SELECT at the character select screen to bring up the configuration screen (if you want to change the default button settings on your controller).
- Press SELECT at the stage select screen to set "handicap". Press SELECT to return to the stage select or press START to go right to the stage that was highlighted before entering the "handicap" screen.

RULES:

1. Each match is a best-of-three match. The first fighter to earn two victories is the winner.

2. If you knock out your opponent before the clock runs out, you earn one victory.

3. If there isn't a KO within the time limit, then the fighter with the longest life gauge wins.

4. You can check your win-loss record after every match, then return to the character select screen.

5. You can fight as many times as you wish (unlimited continues).

STORY BATTLE

(1 PLAYER; ANY TURTLE)

You select one of the Turtles as your champion, then fight through Channel 6's Tournament Fighter competition with the goal of discovering who is behind the kidnapping of April and Splinter. You will be fighting through all of the other characters to gather information and save your friends.

- At the character select screen, choose one of the Turtles. Press the START button to select the highlighted character.
- Your computer-controlled opponent and fight stage will be selected automatically.

RULES:

1. Each match is a best-of-three match. The first fighter to earn two victories is the winner.

2. If you knock out your opponent before the clock runs out, you earn one victory.

3. If there isn't a KO within the time limit, then the fighter with the longest life gauge wins.

4. When you lose, the game is over.

5. You can continue as long as you have credit left. The number of CONTINUE credits is set in the Option mode.

WATCH

(0 PLAYERS; SELECT COMBATANTS)

Select two fighters (using the 1- and 2-Player control pads), pick the stage, then sit back, grab a safe seat and watch the battle begin!

CONTROLLING YOUR FIGHTER

Each fighter has two punches, two kicks, and a variety of special moves. The way your fighter carries out these moves differs based on the proximity of your opponent.

Note: All of the moves and button-pressing combinations listed are for a fighter on the left side of the screen attacking an opponent on the right side of the screen. If you are attacking from right-to-left, the moves are reversed.

FIGHTER → OPPONENT

The default button settings are:

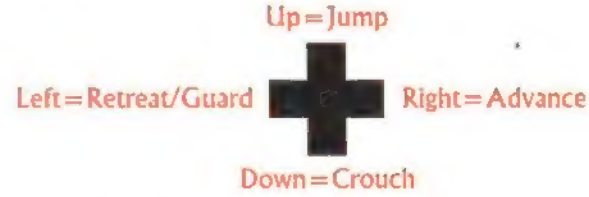
X button .... Fierce punch
Y button .... Normal punch
A button .... Fierce kick
B button .... Normal kick

START button .... Pause

SELECT button .... (For VS BATTLE mode only) at the stage select screen press the SELECT button to change the handicap and controller buttons.
Handicap: 0=weakest; 7=strongest.

(Note: These settings can be changed using the Option mode. The Left/Right buttons are not used in the defaults.)

The control pad directions are:



MOVES AND ATTACKS

Guard—If you GUARD against an opponent's attack, you can block it and reduce the amount of damage taken. If you block a NORMAL or FIERCE attack you take no damage. Trying to block special attack moves is tough. These forces are so strong that some degree of damage will occur if you are unfortunate enough to be caught in their path.

Near attacks—These are done when you are standing next to another fighter. There are two types of NEAR ATTACKS—throws and holds. For example, Armaggon has a hold move where he grabs his opponent and repeatedly bites him/her. Aska has a devastating facemask throw. To execute a NEAR ATTACK, approach an opponent and press the control pad plus the X, Y or A button (depending on the character) in his/her direction to throw him/her. If you press the button and quickly press the control pad in the other direction, you will throw the enemy that way.

Knockout—If you take continuous hits from your opponent you will get dazed and confused—as if you were hit by a lead blimp. You'll start to see stars spinning around your head. Tap any button and press left/right on the control pad to speed your recovery and regain control.

Special attacks and the ultimate-attack—Every character has special attack moves and one ultimate attack move. You will find the control sequences for these moves listed in the following pages with each character profile.

GAUGE GUIDE

Each fighter has two gauges: a life gauge and an ultimate-attack gauge.

Life gauge—Each time you take a hit your life gauge decreases. When your life gauge is empty, you lose the fight.

Ultimate attack gauge—Your ultimate-attack gauge increases as you hit your opponent. When it is full, you can use your ultimate-attack move. Using the move radically drops the level of your gauge, so you will have to build it back up. Your ultimate-attack gauge will slowly decrease with time if you stop landing hits on your opponent.

Note: There isn't an ultimate attack gauge in STORY mode, because you can't use the ultimate attack move!

LEONARDO

Height: 5'8"
Weight: 170 lbs.
Hair: None
Eyes: Black
Birth place: McMahon's Pet Emporium, Chesabeake Bay
Weapons: Katana blades
Goals: To be the king of the Tournament Fighters!

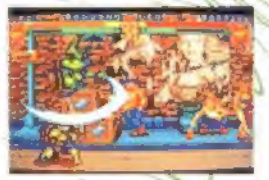
SPECIAL ATTACKS:

- Endless screw

Spin, swing Katanas in both hands and attack.
↓↙←+X (or Y)

- Shining cutter

Cross blades in both hands quickly, sending a shock wave.
↓↘→+X (or Y)



- Roto cutter

Swing swords while spinning in midair.
→↓↘+X (or Y)

ULTIMATE-ATTACK MOVE:

- Millennium wave

By thrusting his arms out quickly, Leo can send out countless shock waves.
X+A (when ultimate-attack gauge is full)

RAPHAEL

Height: 5'8"
Weight: 170 lbs.
Hair: None
Eyes: Black
Birth place: Shelley's Pet City, New Hampshell
Weapons: Sai
Goals: He wants to buy presents for all of his friends.

SPECIAL ATTACKS:

• Chest buster
Quickly rolls forward and kicks opponent with his heel.
← (hold for a second) → + A (or B)

• Jamboree
Throws a disc-shaped blast of energy.
←↙↓↘→ + X (or Y)

• Power drill
Thrusts his Sai and stabs while spinning.
← (hold for a second) → + X (or Y)

ULTIMATE-ATTACK MOVE:

• Energy spray
Jumps in the air and sprays a barrage of energy balls.
X + A (when ultimate-attack gauge is full)

DONATELLO

Height: 5'8"
Weight: 170 lbs.
Hair: None
Eyes: Black
Birth place: Joe's Pet Place, Slowklahoma
Weapons: Bo Staff
Goals: Working on a new invention and needs more money to make his dream come true.

SPECIAL ATTACKS:

- Bo thrust

Attack while thrusting bo madly.
X (Y) tapping quickly

- Ground claw

Slash the ground with Bo and unleash a ground-ripping claw.
↓↘→+X (or Y)

- Headspin attack

Turn upside-down, scissor legs, spin and attack.
↓↙←+A (or B)

ULTIMATE-ATTACK MOVE:

- Fire Dragon

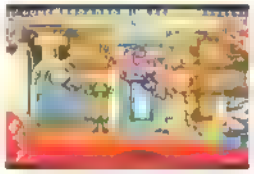
Summons a Dragon spirit and shoots out a Dragon wave.
X+A (when ultimate-attack gauge is full)

MICHAELANGELO

Height: 5'8"
Weight: 170 lbs.
Hair: None
Eyes: Black
Birth place: Woody's Pet Shop, Pennsheltvania
Weapons: Nunchakus
Goals: He is planning a vacation of surfing and skateboarding

- Rising thunder

Spins quickly and sends out an uppercut.
↓ (hold for a second) ↑+X (or Y)



- Dance of fury

Non-stop punching and kicking.
X+A (when ultimate-attack gauge is full)

- Dynamite bomber

Rolls forward quickly and gives continuous damage with his back and shoulders.
← (hold for a second) →+X (or Y)

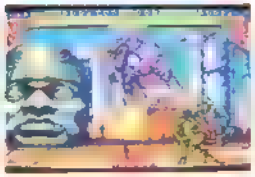
- Dragon breath

Shoots energy balls from his mouth.
←↙↓↘→+X (or Y)
Execute very quickly

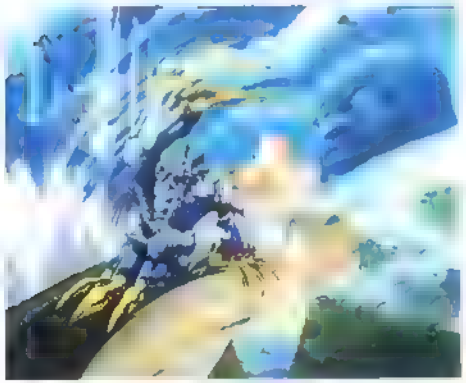
WAR

Height: 8'
Weight: 350 lbs.
Hair: None
Eyes: Red
Birth place: Underworld
Weapons: Razor sharp 6" talons
Goals: Destruction

• Death from above
Jumps in the air and lands on opponents with all his weight.
↓↑+A (or B)



• Turning uppercut
Twists his body, gathers energy, then delivers a powerful uppercut.
← (hold for a second) →+X (or Y)



• War dynamic
Gathers energy in his body and uses it to transform into a blazing ball of light—bouncing around the screen causing damage.
X+A (when ultimate-attack gauge is full)

ASKA

Height: 5'2"
Weight: 110 lbs
Hair: Black
Eyes: Black
Birth place: Kyoto, Japan
Weapons: Kunai
Goals: She is a master of Nin Itsu and wishes to own her own dojo

• Spin attack
Thrusts her Kunai and spins at a high speed.
↓↙←+A (or B)

• Spinning uppercut
From a crouching position she leaps up and thrusts her Kunai in the air, summoning the forces of nature.
→↓↘+X (or Y)

• Tornado attack
Uses her Ninja techniques to summon a tornado blast.
X+A (when ultimate-attack gauge is full)

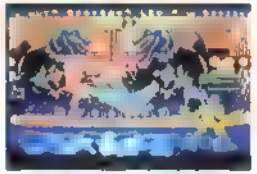
WINGNUT

Height: 6'
Weight: 300 lbs.
Hair: Black
Eyes: Yellow
Birth place: Dexion V in the Huana system.
Weapons: Plasma Propelled Bat-wing
Goals: Thinks the tournament will be fun—a good way to kill time.

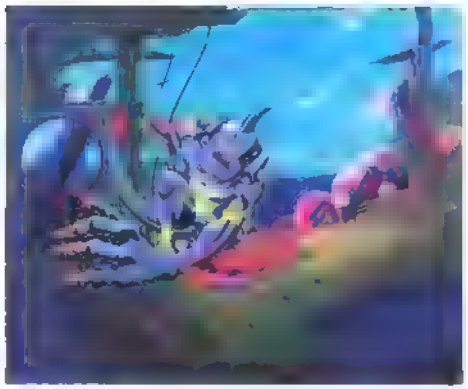
• Hovering—This is more of a move than an attack—while hovering, Wingnut can move (with control pad) or attack.
←(or →)+Y&B (simultaneously) during a jump.

• Moonbuster
While in the air he shoots a vacuum wave.
↓↘→+X (or Y) while in the air

• Power dive
Drop down from above onto opponent's head.
↓+A (or B) while in the air



• Mad spectre
Sends out supersonic waves, beating his opponents into the ground.
X+A (when ultimate-attack gauge is full)



ARMAGGON

Height: 8'
Weight: 400 lbs
Hair: None
Eyes: Red
Birth place: Earth of the future
Weapons: Razor-sharp fins and teeth
Goals: This is his first step toward conquering Earth.

- Aqua shock
Sends a swirling blast of water from his mouth.
←(hold for a second)→+X (or Y)

- Fin slicer
Turns around suddenly, jumps in the air and attacks.
↓(hold for a second)↑+A (or B)

- Tsunami
Summons a huge wave of water.
X+A (when ultimate-attack gauge is full)

CHROME DOME

Height: 5'10"
Weight: 200 lbs.
Hair: None
Eyes: Red
Birth place: Shredder's Metal Shop
Weapons: Thunder Gauntlets
Goals: He wants to extract the "warrior" program from his system memory.

SPECIAL ATTACKS:

- Electric pile driver

While shocking an opponent with electricity, he pounds them into the ground.
↓↑+Y&B (simultaneously)

- Chrome spark

Slams both hands into the ground, creating a shock wave.
↓↘→+X (or Y)

- Piston kick

Jump over an enemy and ram both feet into his/her head.
↓+B (when you're over opponent during a jump)

ULTIMATE ATTACK:

- Chrome bomb

Blows himself up and creates a wide area of damage.
X+A (when ultimate-attack gauge is full)

CYBER-SHREDDER

Height: 6'6"
Weight: 280 lbs.
Hair: Black
Eyes: Black
Birth place: Osaka, Japan
Weapons: Battle armor
Goals: To regain control over the "mindless" masses of New York.

SPECIAL ATTACKS:

- Knee crush

Jumps in the air and does a knee kick.
←(hold)→ + A (or B)

- Aura crusher

Dashes at opponent and throws an uppercut.
←(hold)→ + X (or Y)

- Aura shield

Puts up an aura barrier that bounces back an enemy attack.
Y + B simultaneously

ULTIMATE-ATTACK MOVE:

- Lightning crusher

Draws lightning from the sky into his body, then releases the electricity to attack.
X + A (when ultimate-attack gauge is full)

RAT KING

Height: 6'6"
Weight: 280 lbs.
Hair: Blonde
Eyes: Beady
Birth place: Grenitch Village
Weapons: His entire body is a weapon.
Goals: To unite all rats under his power and create a kingdom of rats under the streets of New York City.

SPECIAL ATTACKS:

- Rat bomber
- Rodent suplex

KARAI

ADDITIONAL INFORMATION

STAGE SELECT

In VS BATTLE mode the fighter can pick where they want to do battle. At the Stage Select screen use the control pad to move the selection box, then press the START button.

BONUS STAGE

In TOURNAMENT mode you can try the Bonus stage after winning four matches. Break the vault as much as you can within the time limit. The more damage you do, the better the bonus. Scoring a perfect round gives you a huge bonus!

COMMAND SUMMARY

- ***Hold*** means hold the control pad in that direction for a count of 1 or 2
- If a letter appears in parenthesis, for example **(B)**, then that button can be used for a slower or shorter version of the same move.
- All **Ultimate-attack moves** are **X+A** when the gauge is full

LEONARDO

Endless screw ..... ↓↙←+X (Y)
Shining cutter ..... ↓↘→+X (Y)
Roto cutter ..... →↓↘+X (Y)

RAPHAEL

Chest buster ..... ←(hold)→+A (B)
Jamboree ..... ←↙↓↘→+X (Y)quickly
Power drill ..... ←(hold)→+X (Y)

DONATELLO

Bo thrust..... Tapping X (Y) quickly
Headspin attack ..... ↓↙←+A (B)
Ground claw ..... ↓↘→+X (Y)

MICHAELANGELO

Rising thunder ..... ↓(hold)↑+X (Y)
Dynamite bomber ..... ←(hold)→+X (Y)
Dragon breath ..... ←↙↓↘→+X (Y) quickly

TEENAGE MUTANT NINJA TURTLES™

WAR

Turning uppercut ..... ←(hold)→+X (Y)
Death from above ..... ↓↑+A (B)

ASCA

Spin attack ..... ↓↙←+A (B)
Spinning uppercut ..... →↓↘+X (Y)

WINGNUT

Hover ..... ←(→)+Y&B
Moonbuster ..... ↓↘→+X (Y) while in the air
Power dive ..... ↓+A (B) while in the air

ARMAGGON

Aqua shock ..... ←(hold)→+X (Y)
Fin slicer ..... ↓(hold)↑+A (B)

CHROME DOME

Electric pile driver ..... ↓↑+Y&B simultaneously
Chrome spark ..... ↓↘→+X (Y)

CYBER-SHREDDER

Knee crush ..... ←(hold)→+A (B)
Aura crusher ..... ←(hold)→+X (Y)
Aura shield ..... Y&B simultaneously

TOURNAMENT FIGHTERS™

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1-900-896-HINT (4468)

- ✆ 70¢ per minute charge
- ✆ Touch tone phone required
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Game counselors are available
Monday-Friday 8:30 a.m. to 5:00 p.m.CST.

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